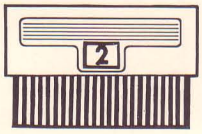
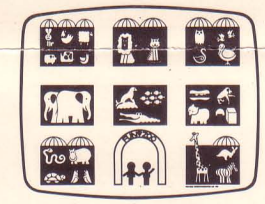
FUN ZOO

. . . youngsters will have fun at the zoo as they read the game cards and follow the paths to the correct animal's cage, or stop at the snack shop. (For 2 or 3 players)

GAME AIDS



GAME CARD #2

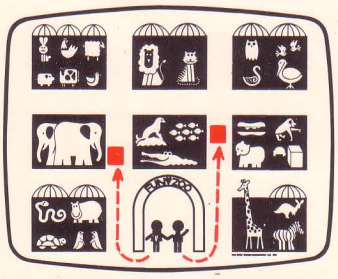


GAME OVERLAY

FUN ZOO CARDS (28 CARDS)

A

B



C

PLAYERS MUST FOLLOW THE PATHS BETWEEN THE CAGES.

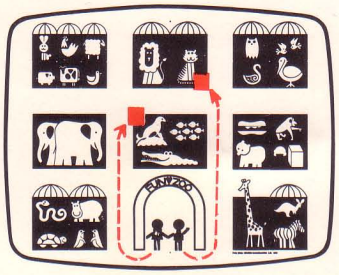
RULES FOR THREE PLAYERS

SET UP

1. Insert GAME CARD #2 into the Master Control Unit.
2. Place the FUN ZOO Overlay on the screen.
3. Players select either the BOY or GIRL figure at the main entrance of the FUN ZOO. Once the selection is made, the players place their light on their figure. (ILLUST. A)
4. The FUN ZOO Cards are then shuffled and placed face down in front of the third player who is the ZOO KEEPER.

PLAY

The ZOO KEEPER draws the top card from the deck, and says (for example) GO SEE THE TIGER! (ILLUST. B) The players maneuver their lights to see who can reach the TIGER Cage first. The players must always use the paths through the zoo and not enter the other animal cages. (ILLUST. C) Players may take any PATH they think will be the fastest route to the animal. The first player to reach the TIGER'S Cage and light the TIGER wins the TIGER Card. If the ZOO KEEPER determines that there is a tie, the card is placed at the bottom of the deck.



D

PLAYER LOSES A CARD FOR STRAYING INTO A WRONG ANIMAL CAGE

If a player's light goes into any of the other animal cages on his way to the animal selected from the zoo deck (ILLUST. D, reverse side he loses a card, which is then placed at the bottom of the deck.) Play continues once the FUN ZOO Card has been awarded. Both players must place their light in the last cage announced before the ZOO KEEPER makes his next announcement. Play continues until all FUN ZOO Cards are awarded. The player who collects the most cards wins the game.

RULES FOR TWO PLAYERS

The FUN ZOO Cards are shuffled and placed face down between the two players. Player #1 will turn up the first card.

The two players then alternate turning up the cards. At the count of three, they race their lights for the animal's cage indicated by the card that has been turned over. The player who arrives first without straying into a wrong cage, wins that card. If there's a tie, the card is placed at the bottom of the deck. The player who collects the most cards, wins the game.

ODYSSEY™

...a total play and learning experience for all ages...

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